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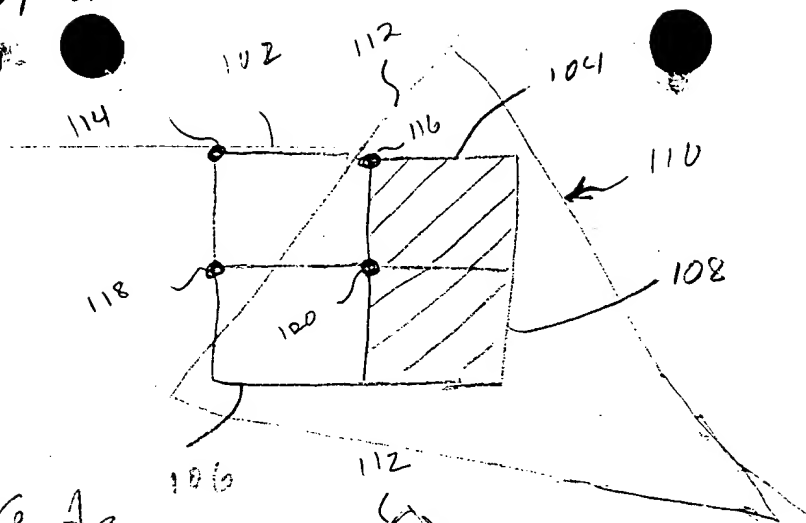


FIG 1a

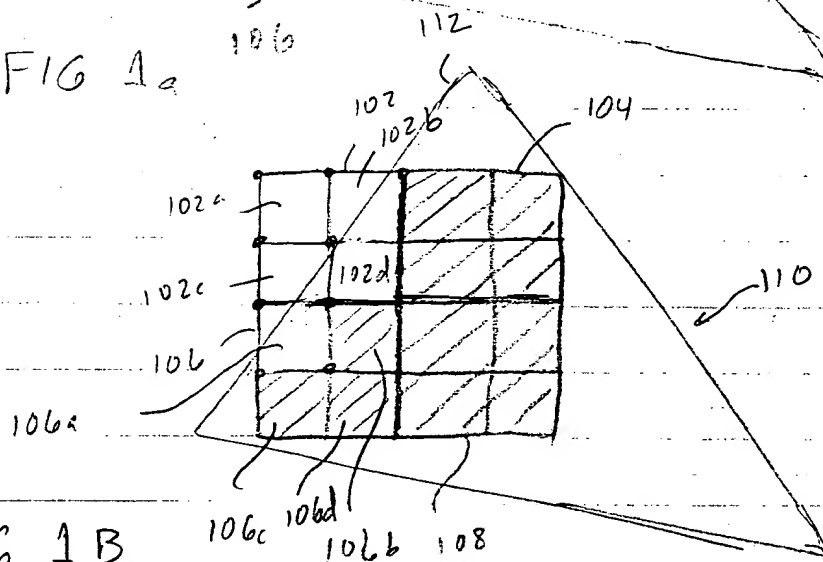
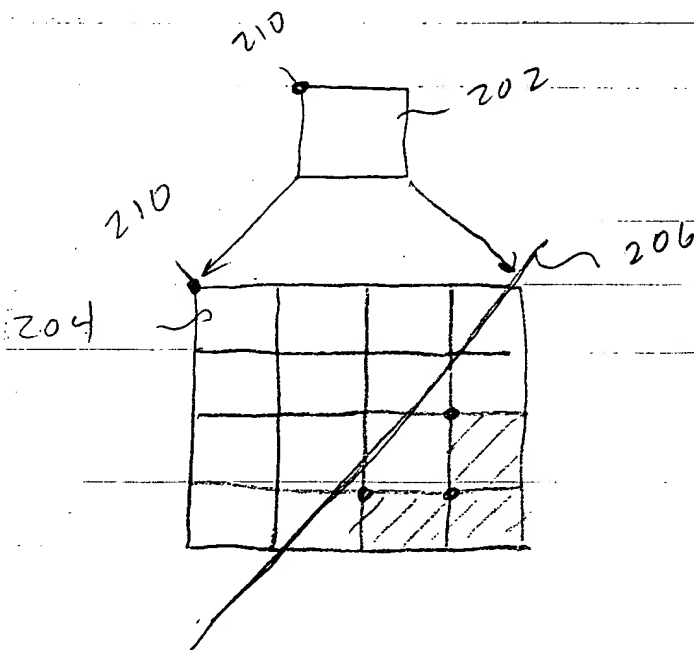


FIG 1B

PRIOR ART

PRIOR ART

FIG 2



PRIOR ART

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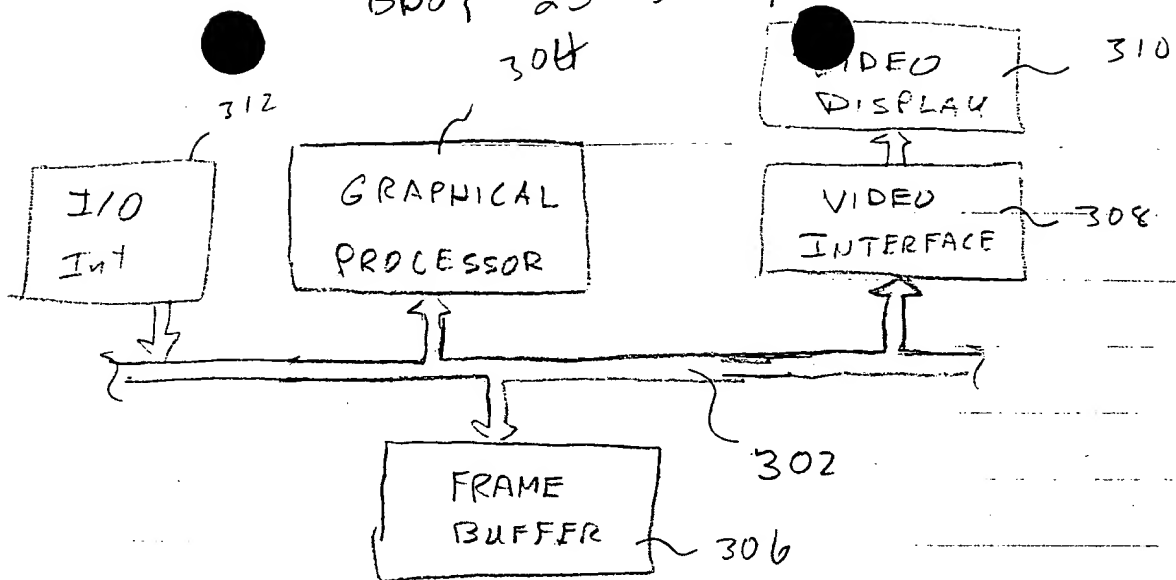


FIG 3

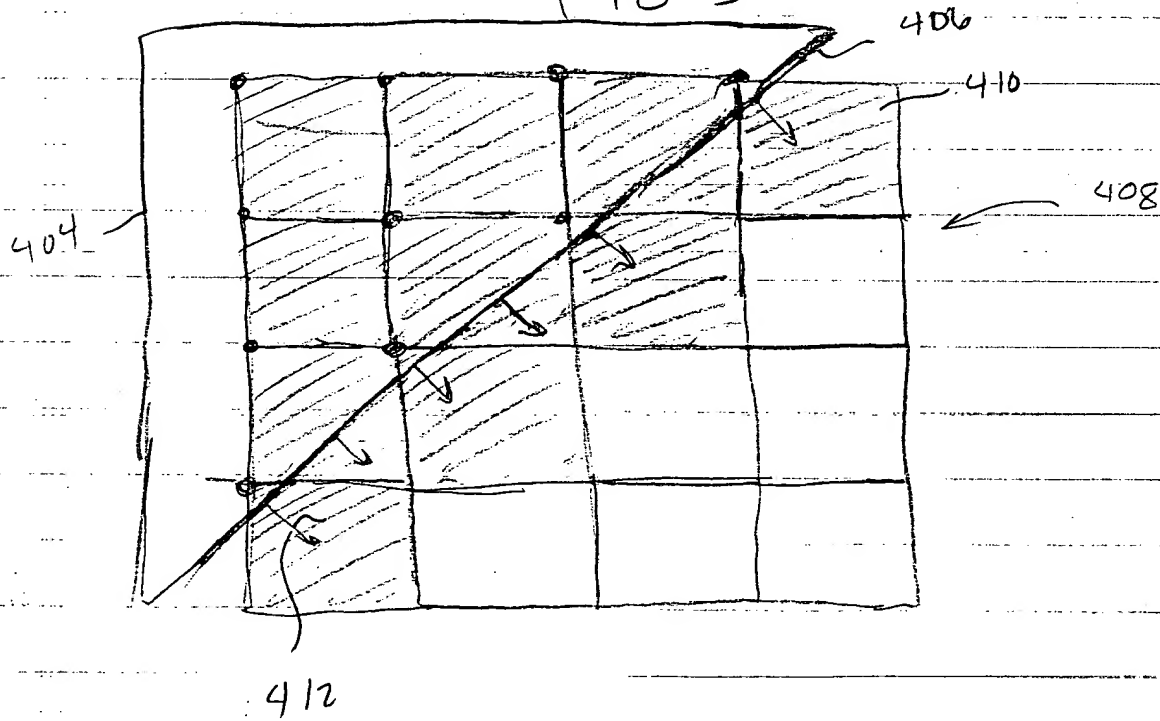
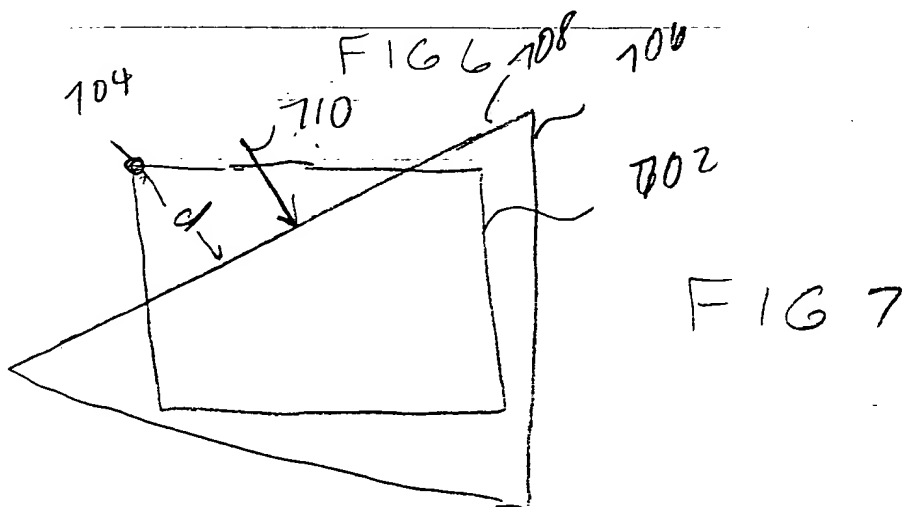
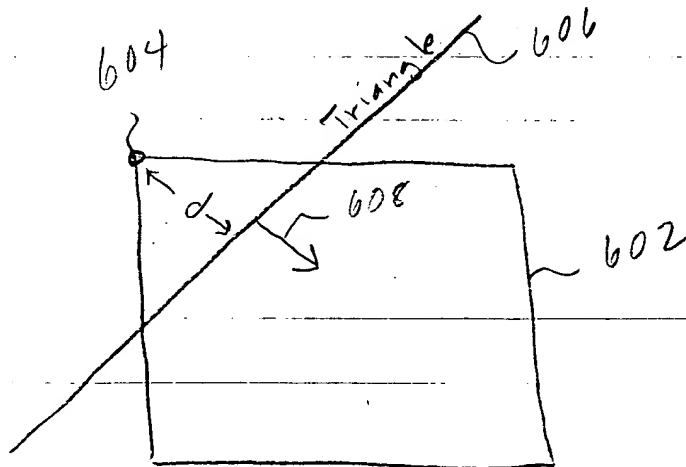
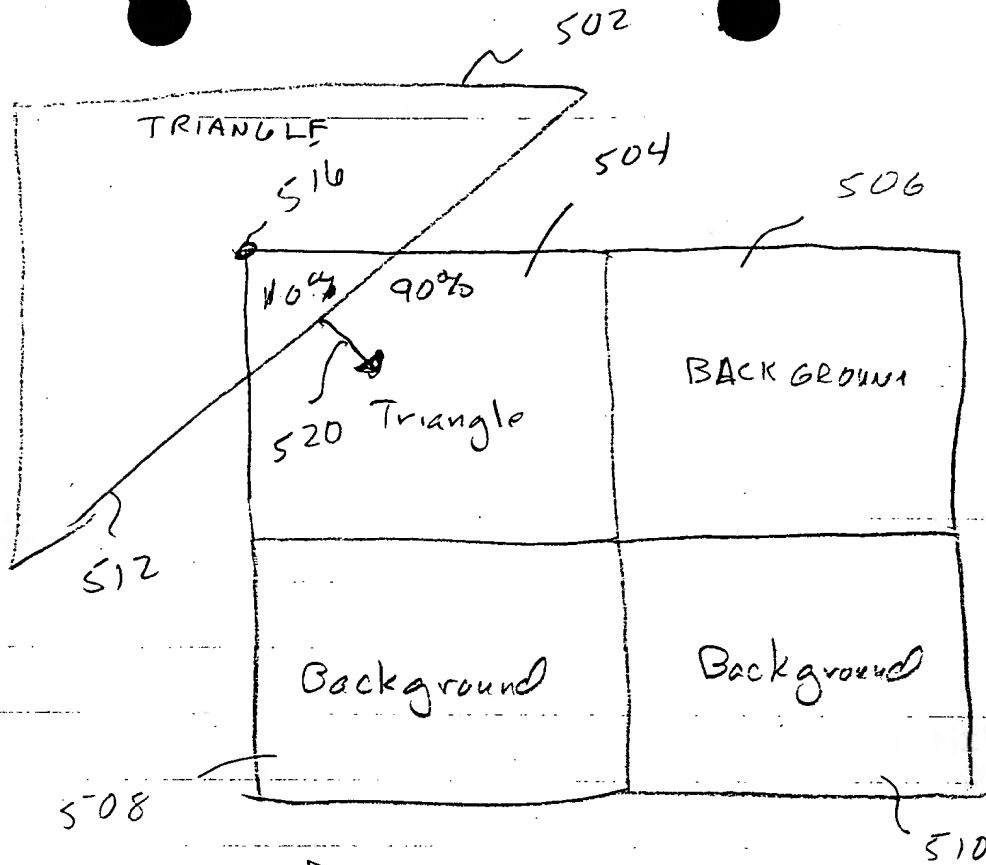


FIG 4



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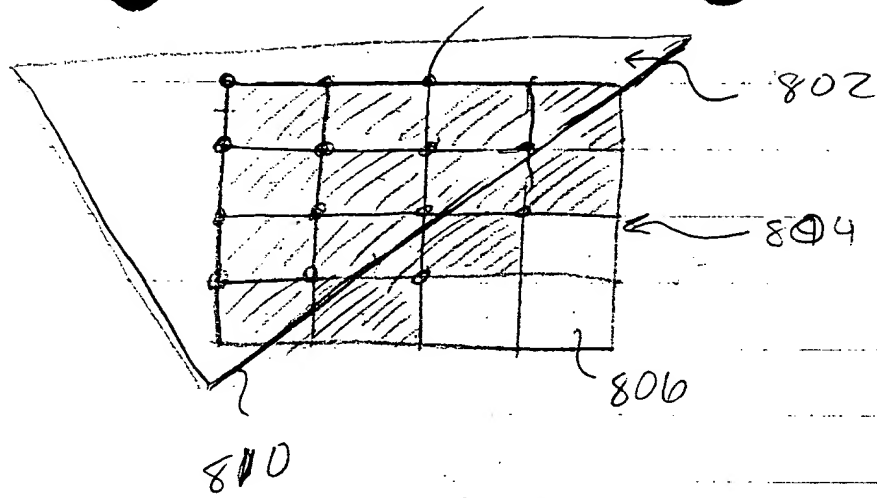


FIG 8

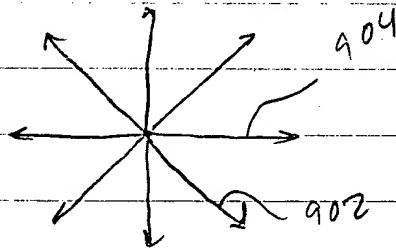


FIG 9

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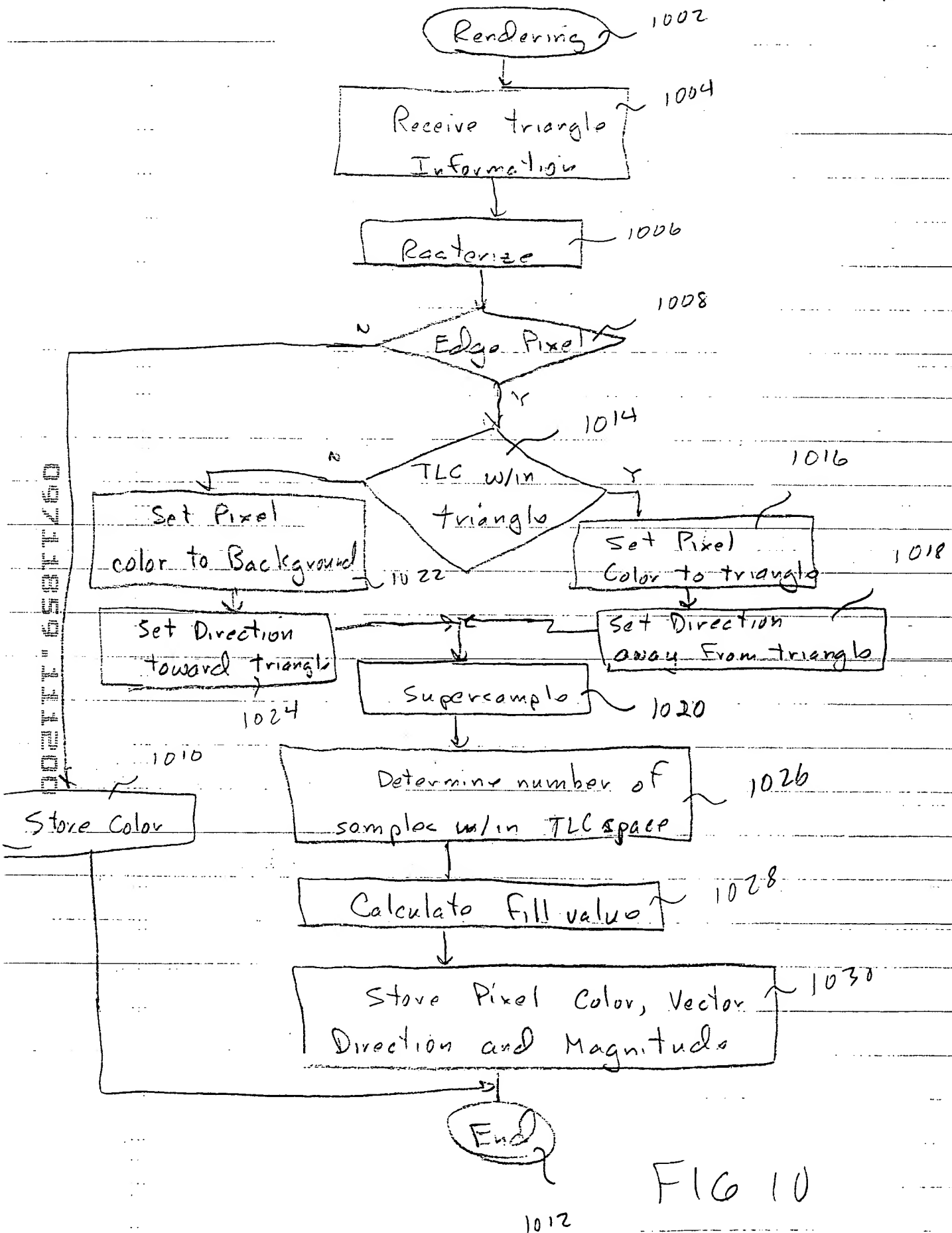


FIG 10

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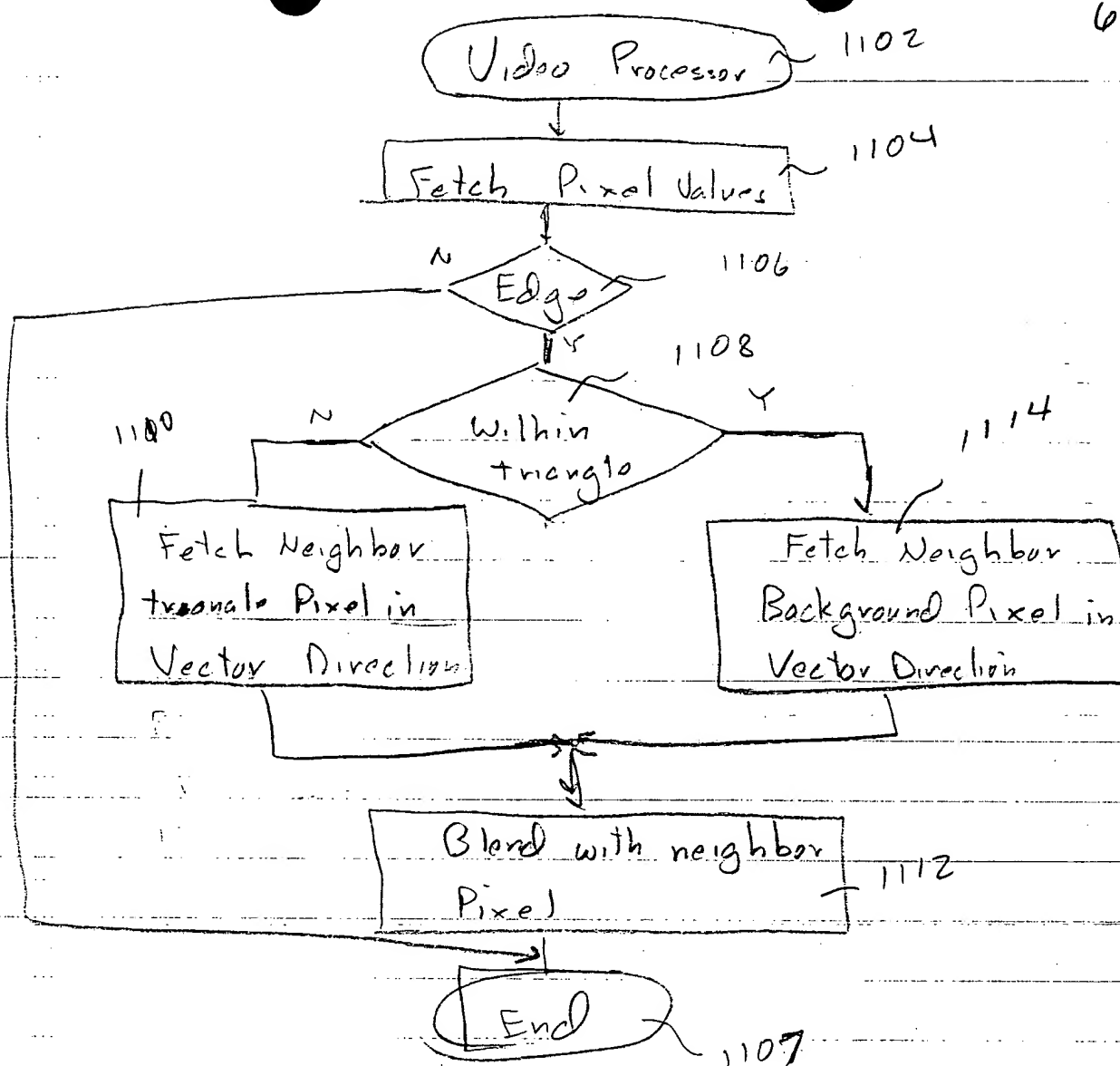


FIG 11

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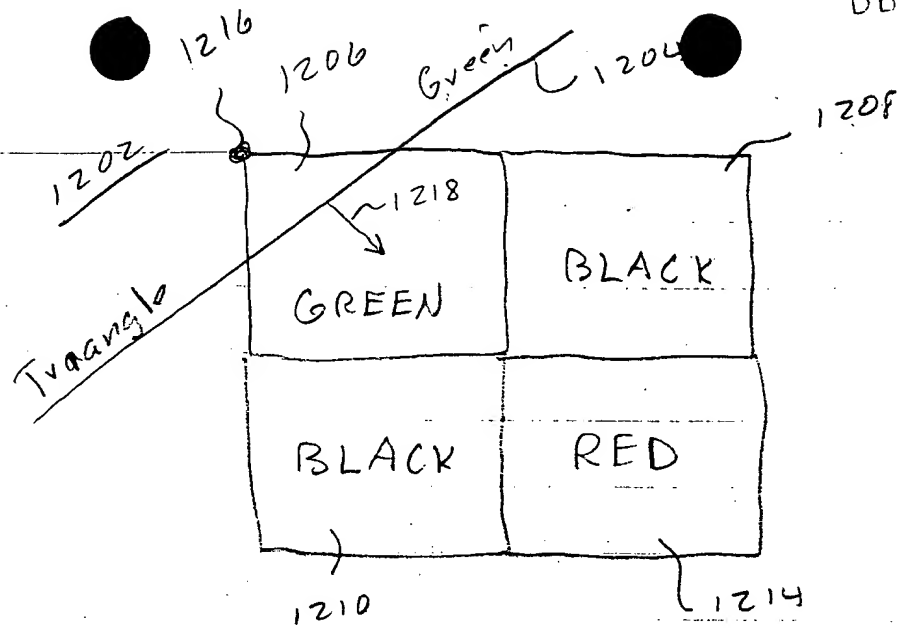


FIG 12

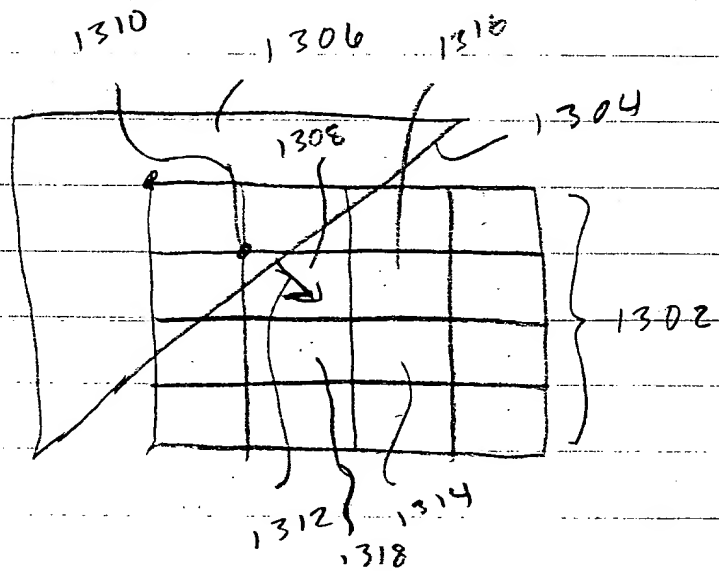
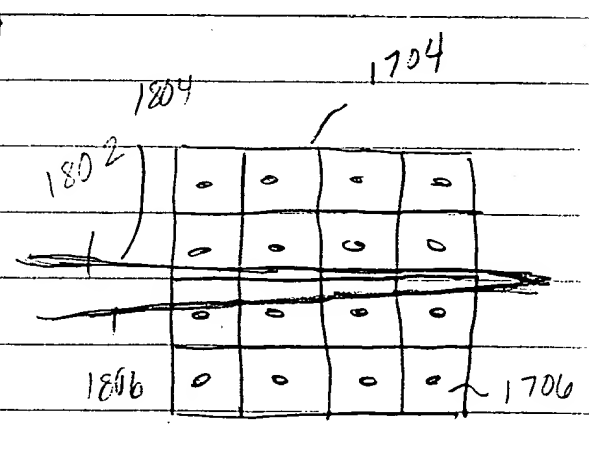
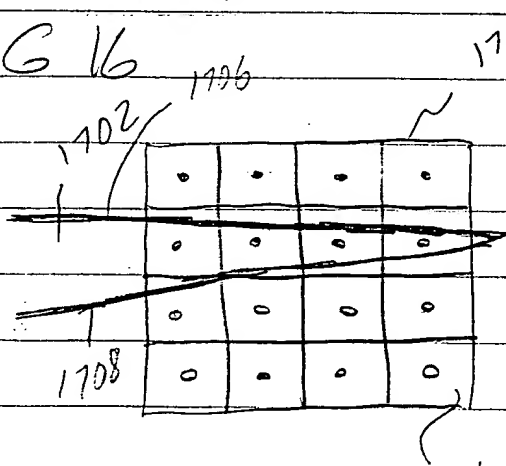
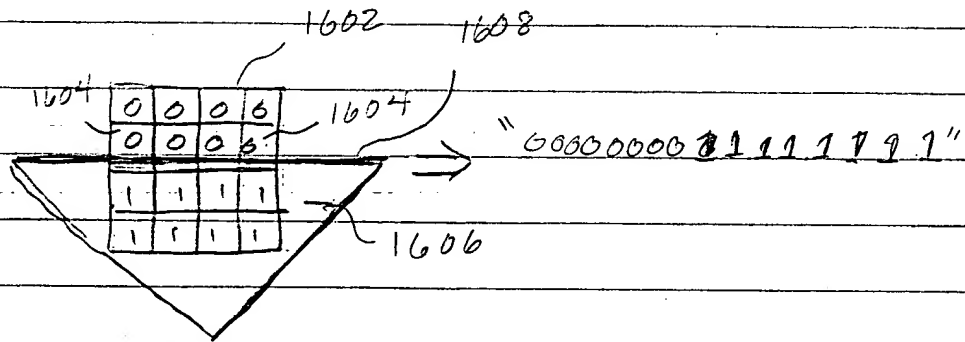
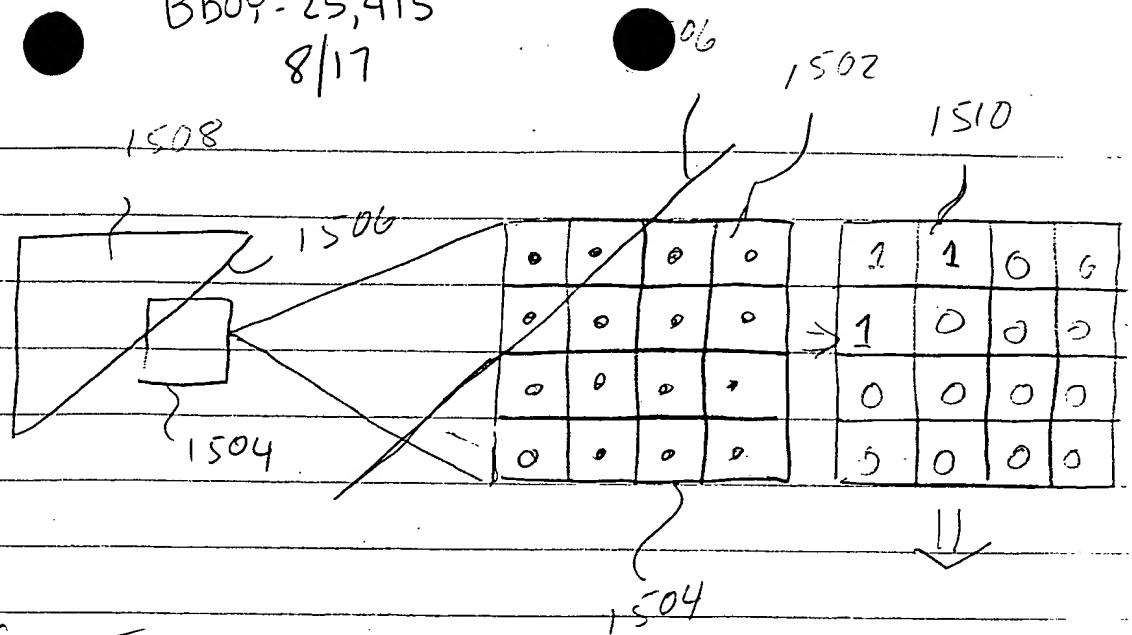


FIG 13

Pixel Color	Direction	Fill or Mag
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FIG 14

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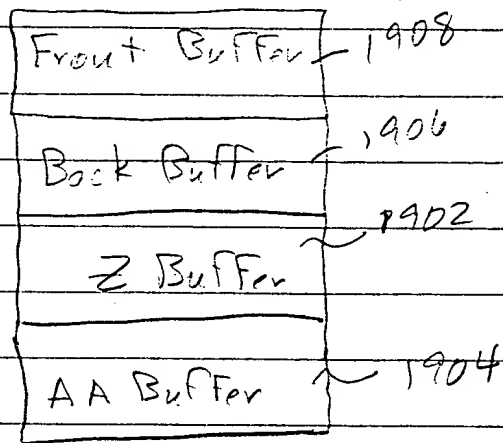


FIG 19

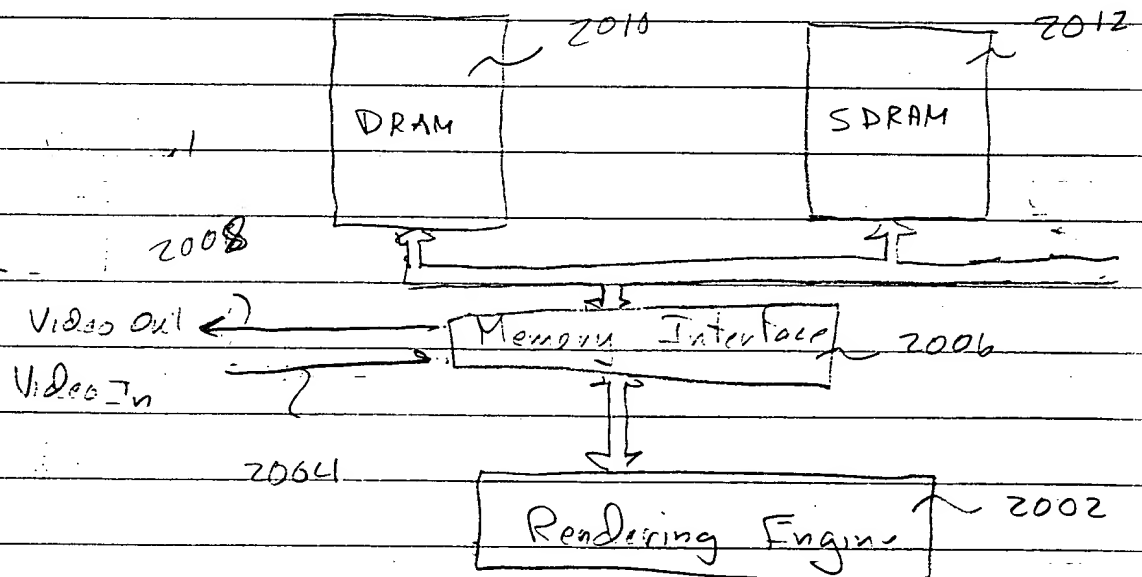


FIG 20

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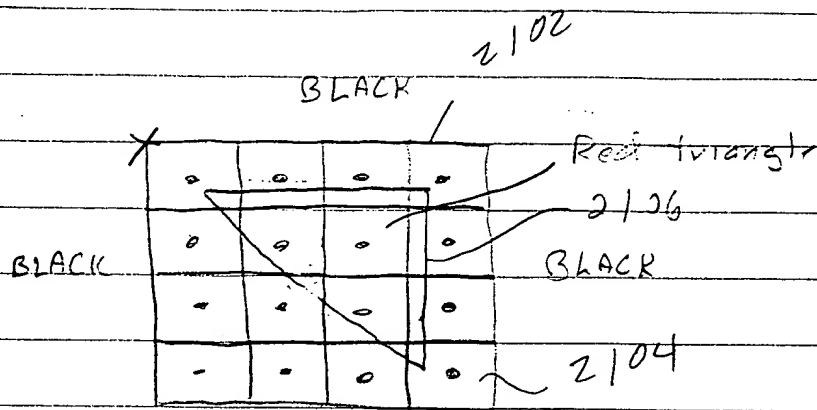

Mask = 0000011000100000 (16 bit) Red  $\Delta$ 

FIG 21  $Z_p$  Depth of Background (32 bit)  
 $Z_s$  Depth of triangle (16 bit)

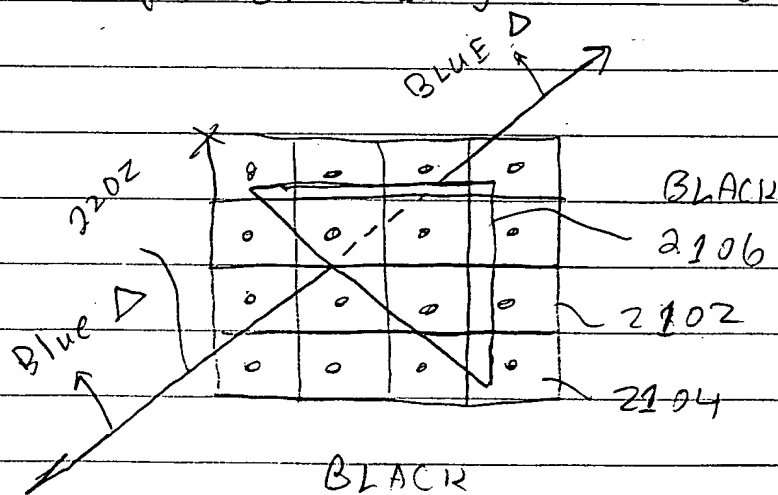


FIG 22

Mask = 0000011000100000 (16 bit) (Red  $\Delta$ )

 $Z_p$  = Depth of Blue triangle (32 bit)

 $Z_s$  = Depth of Red triangle (16 bit)

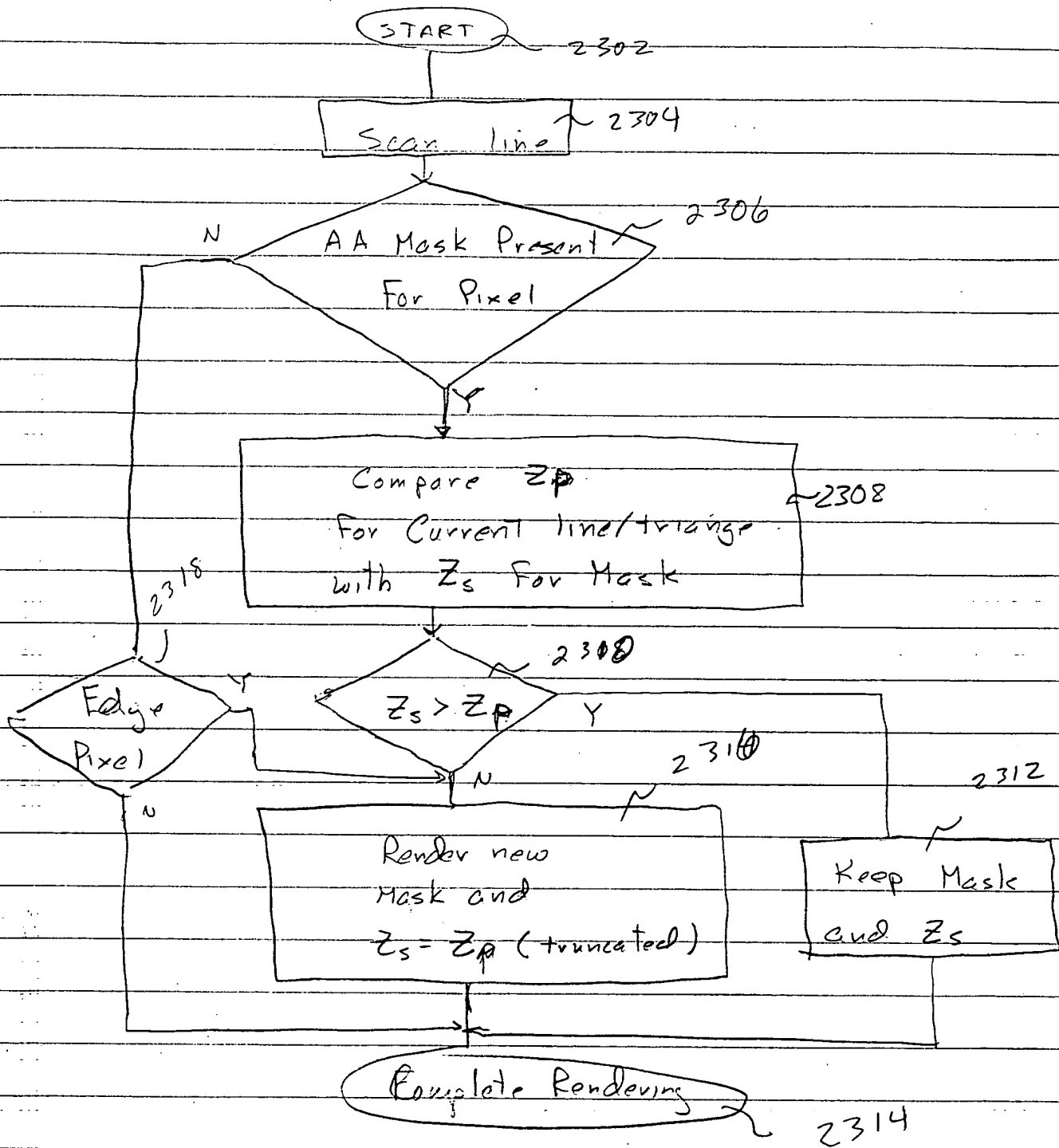


FIG 23

A Mask Buffer

Mask (16bit) | Zs (16bits)

FIG 24

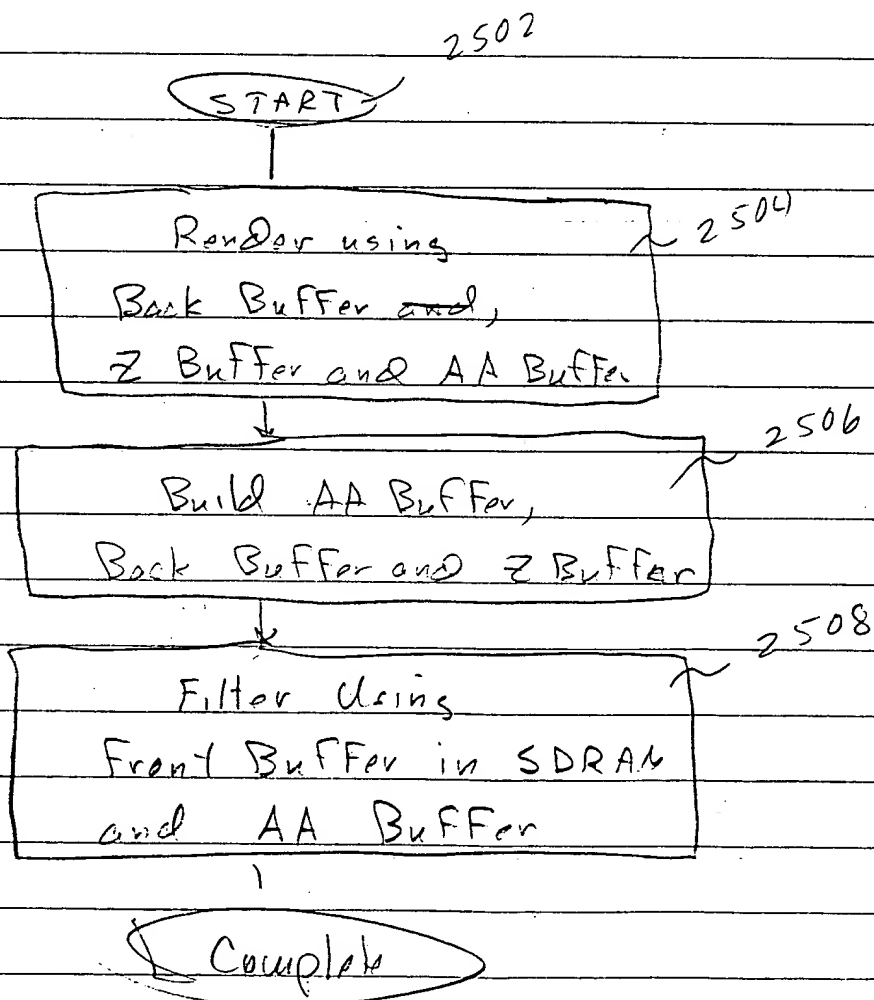
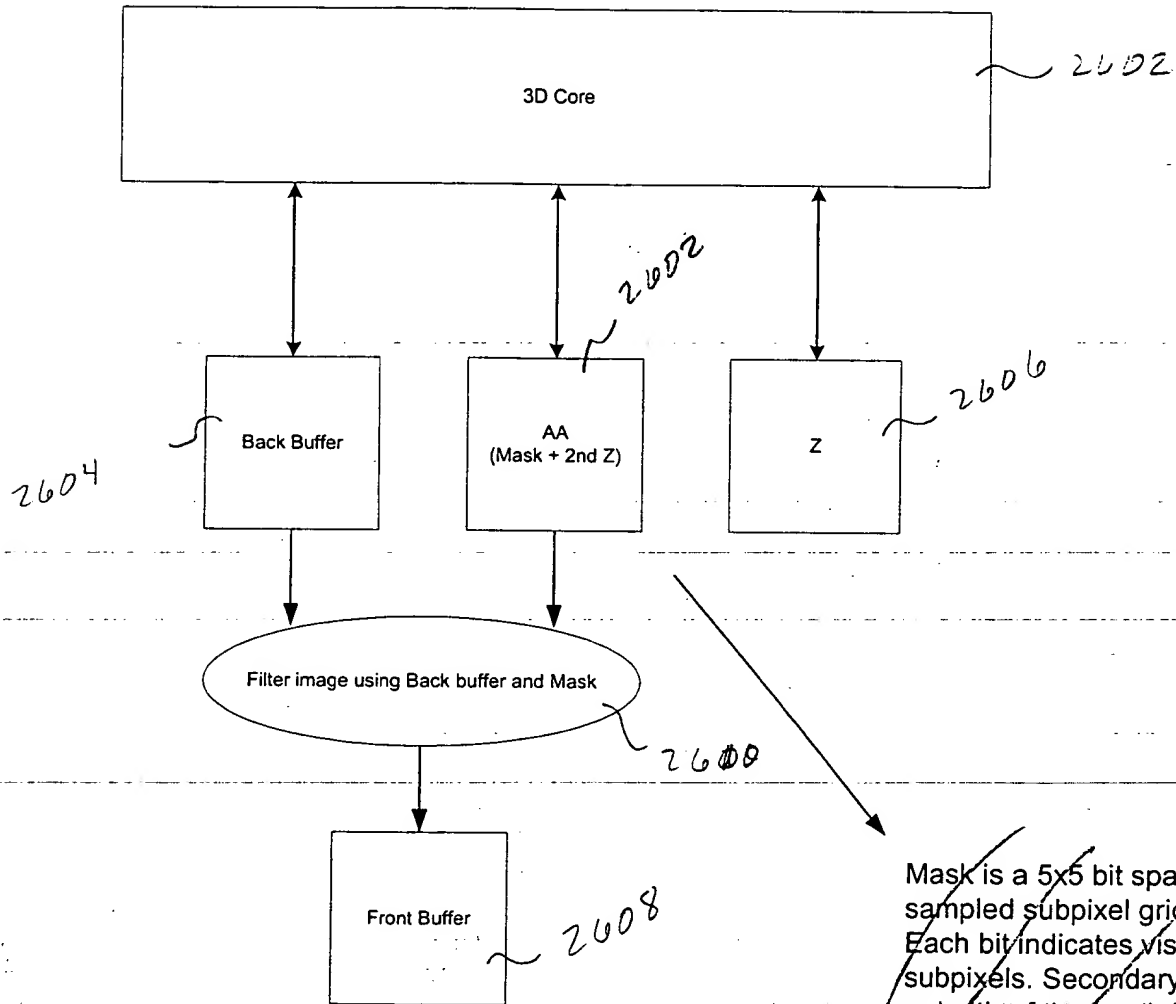


FIG 25



Mask is a 5x5 bit sparse sampled subpixel grid. Each bit indicates visible subpixels. Secondary Z is a depth of the mask for pixels that are partially covered by triangle, but are not considered inside the triangle (middle point is outside).

FIG 26

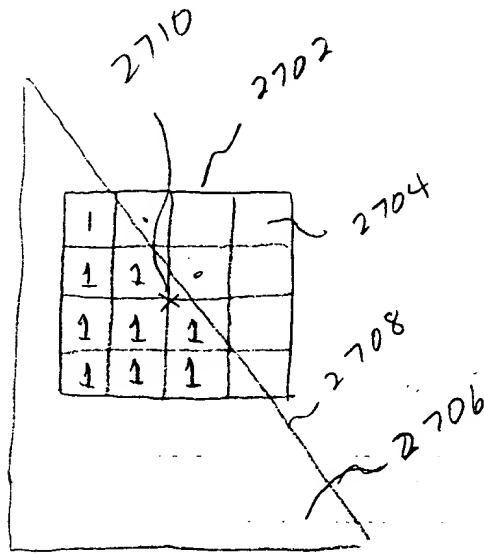


FIG 27

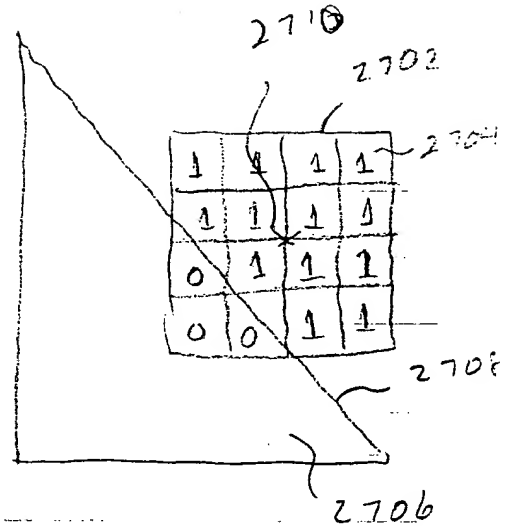


FIG 28

00211859.11200

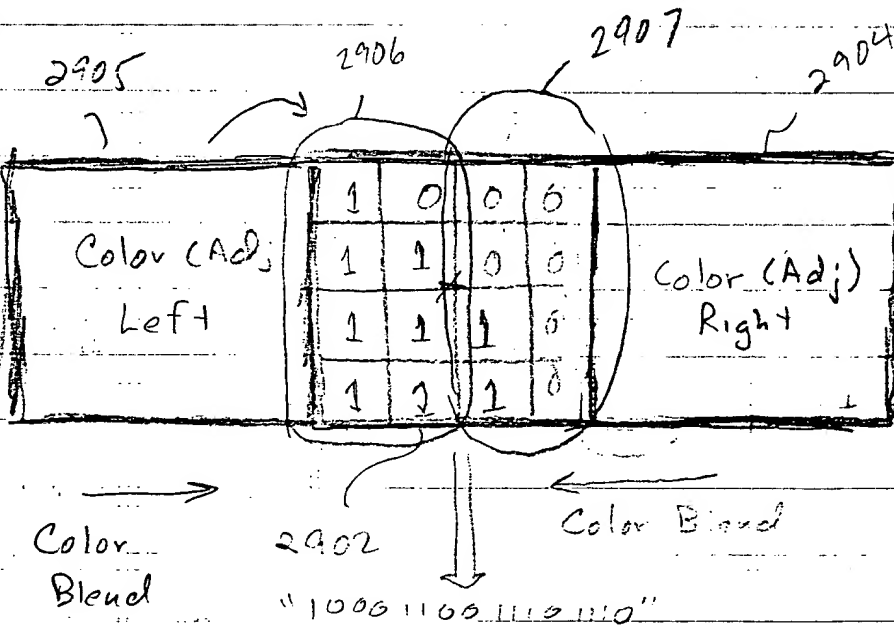


FIG 29

002FF 658FF 460

BB04-25,415

15

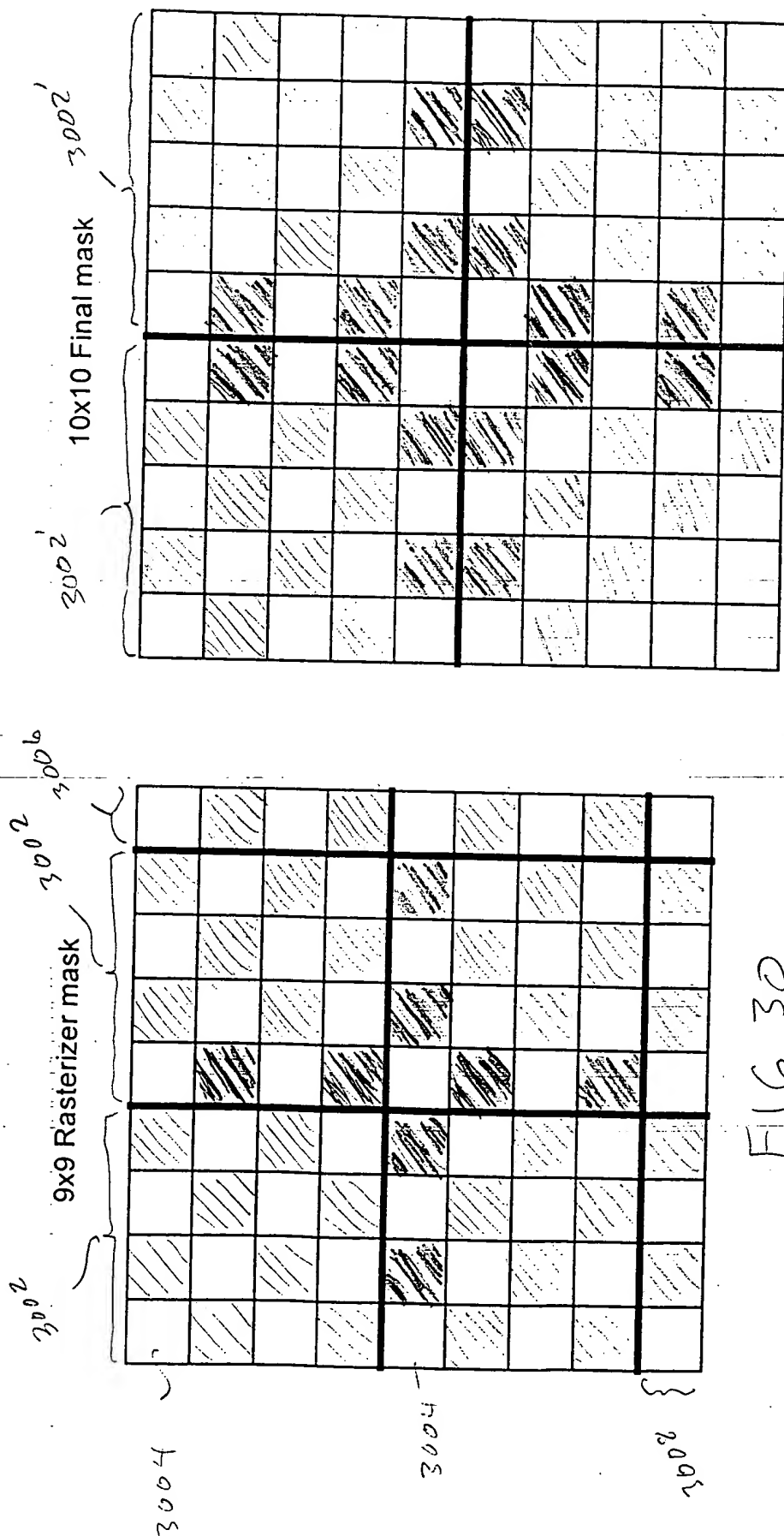


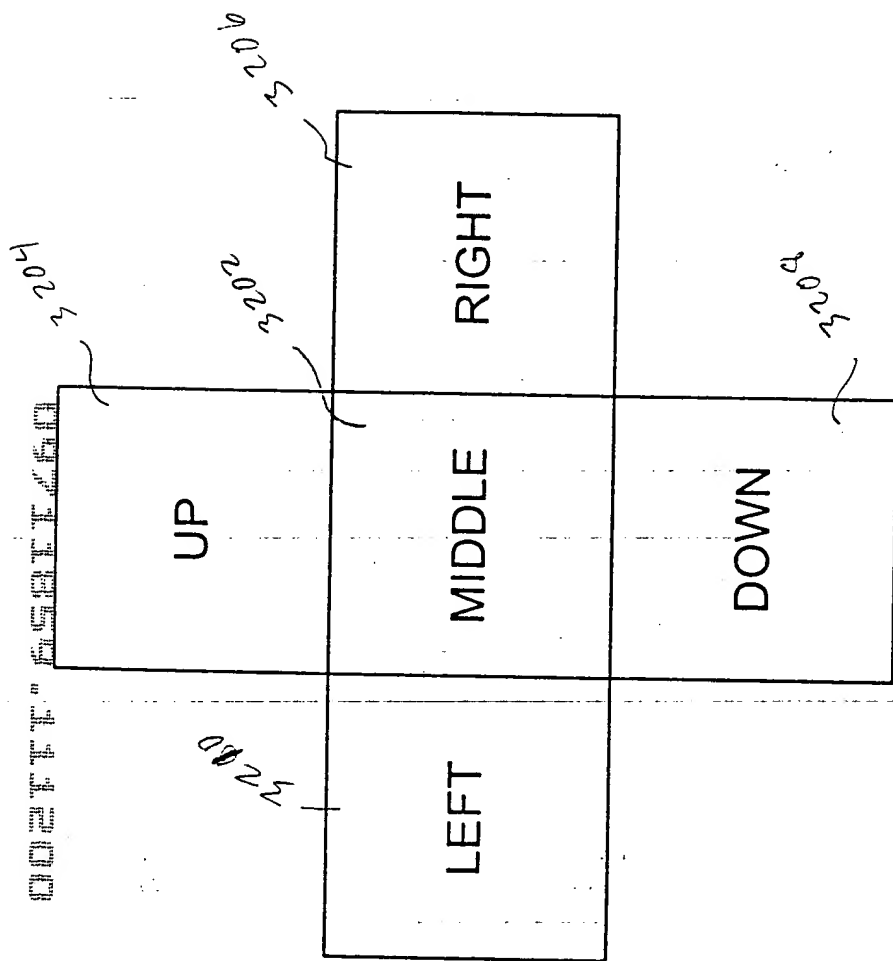
FIG 30



Bits with this color are duplicated from 9x9 mask to 10x10 mask

Figure 1

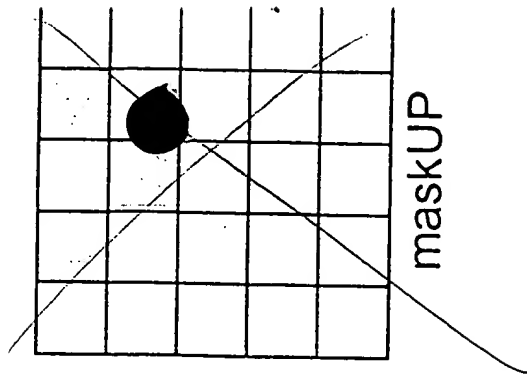
FIG 31



5 TAP Filter kernel

Figure 2

FIG 32



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0027 5587 260

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IT

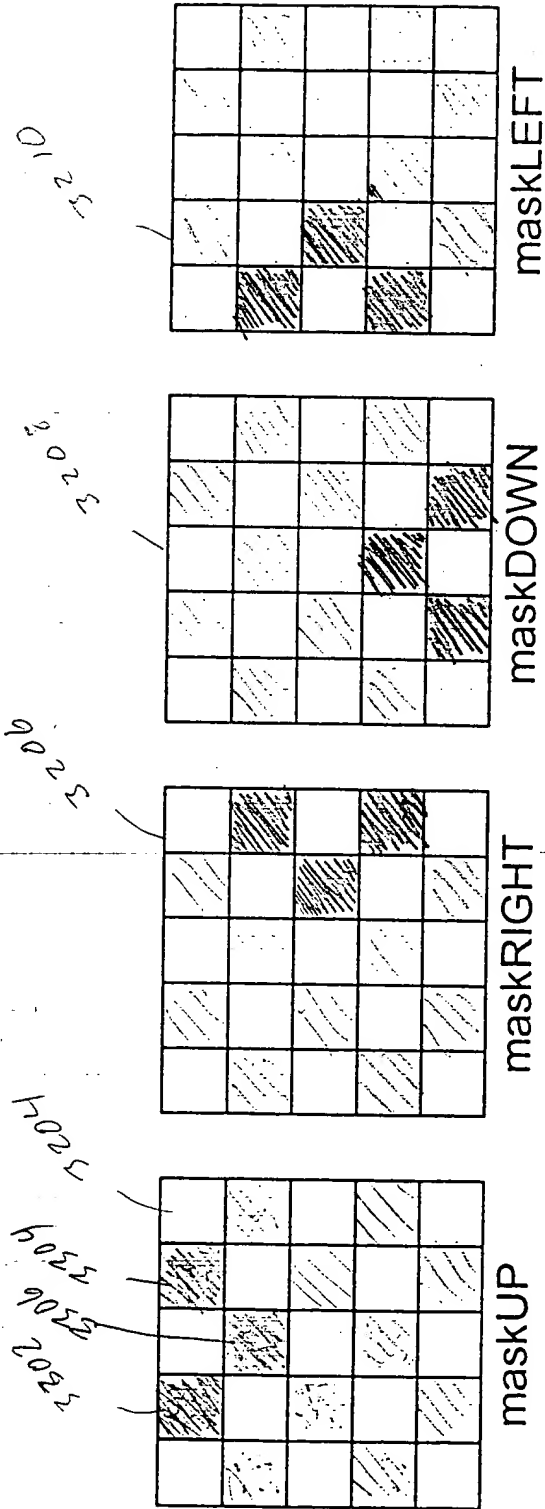


FIG 33a

FIG 33b

FIG 33c

FIG 33d